What's included?

This is a special RandyMan1967 version of the 1990's Advanced Dungeons & Dragons® Starter Set. This boxed set was released three times, each in a slightly different format, but all are essentially the same. Each version had its own pluses and minuses. I have picked what I believe is the best of each and combined them into this "Path to AD&D® Mastery" package.

1. 01-Player's Handbook.pdf – from the 2nd version "Introduction to Advanced Dungeons & Dragons game"
2. 02-Monsterous Manual.pdf – also from the 2nd version
3. 03-Wizard's Spell Book.pdf – from the 1st "First Quest™"
4. 04-Cleric's Spell Book.pdf – also from the 1st version
5. 05-Dungeon Master Guide.pdf – from the 2nd version

   I have modified this book slightly, the chapter on the town and the three (four) adventures are now included as separate booklets (see items 7 and 8 below).
6. 06-handouts.pdf – from the 2nd version

   If your print these, use 8.5x11 card-stock. Be aware that the cards will actually be 8.5x10.75 inches, so just trim the bottom of the cards to size.
7. 07-The Town of Freedale.pdf – from the 2nd version

   In version 1, the town had no name and only a single double-sided handout card included above.
8. The four adventures:
   a. 08a-The Tomb of Damara adventure.pdf – from the 2nd version
      08a-The Tomb of Damara map.jpg – the 21x16 inch map for the above adventure (from ver. 1)
   b. 08b-The Ghost of Harrow Hall adventure.pdf – from the 2nd version
      09b-The Ghost of Harrow map.jpg – the 21x16 inch map for the above adventure (from ver. 1)
   c. 08c-Across Wildspace! adventure.pdf – from the 1st version
      08c-Across Wildspace! map.jpg – the 21x16 inch map for the above adventure (from ver. 1)

      This adventure and its map only appeared in the first version of the game "First Quest."
   d. 08d-Under Mount Dread adventure.pdf – from the 2nd version
      08d-Under Mount Dread map.jpg – the 21x16 inch map for the above adventure (from ver. 1)

      While this adventure is included in all three versions, its map was only include in the first, this is the reason I chose to use the smaller maps from version 1.

   08-map 1&2.jpg – the first two maps above as a single 21x32 page as they originally were printed
   08-map 3&4.jpg – the 2nd two maps above as a single 21x32 page as they originally were printed
9. 09-DM's screen.pdf – from the 3rd version "The Complete Starter Set"

   While all three versions of the game included almost the exact DM's screen, the 3rd version was the only version that had a clean "text-less" outer artwork cover. The screen presented here prints as three double-sided card-stock pages that can be inserted into a clear plastic foldable "menu" holder.
10. 10-Mystara poster.jpg – a 21x32 poster from the first version

    Older players of both D&D and AD&D will remember that most adventure modules and other products take place in the generic, and then unnamed "Known World." This was eventually re-branded as "Mystara" and this is one of the earliest products to use the new name. The 1st version is the only boxed set to include this poster.
11. Bonus maps:
    11a-The Tomb of Damara map.jpg – the 21x32 inch map for the first adventure (from ver. 2)
    11a- The Ghost of Harrow map.jpg – the 21x32 inch map for the second adventure (from ver. 2)

    While these maps are very pretty, sadly adventure 3 was dropped after the 1st version of the game was released and the adventure maps for it and the final adventure were never converted or included in the later boxed sets.
12. Bonus Audio CD:

    The 1st and 2nd versions of the game included an Audio CD to play along with the first two adventures. All the tracks are included here as MP3 files in the folder "Audio CD". These files are optional, but they greatly enhance gameplay for first-time players and DMs alike. Instructions for using the Audio CD are in the DM's Guide and the first two adventure books. The included PDF file contains images of the CD, cover and inserts from the 1st version.